

What is claimed is:

1. A method of displaying a blended learning experience,
5 comprising the steps of:

defining degrees of elements in learning zones;

defining a percentage of formal learning for each said zone;

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constructing a circular display having wedges corresponding to
said zones with each said wedge having an inner sub-wedge,
wherein the angular width of each wedge corresponds to said
degrees and the radius of each said sub-wedge corresponds to said

15 percentage of formal learning; and

displaying said circular display on a computer monitor or
hardcopy printout.

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2. The method of claim 1, wherein said zones are information,
interaction, collaboration, and in-person.

25 3. The method of claim 2, wherein said information zone
comprises access to static reference and support materials
including books, videos, web pages, web lectures, or EPSS.

4. The method of claim 2, wherein said interaction zone comprises interaction with media including tutorials, drill and practice simulations, or games.

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5. The method of claim 2, wherein said collaboration zone comprises interaction with others via networked technology including virtual classes, e-communications, or e-conferencing.

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6. The method of claim 2, wherein said in-person zone comprises simultaneous interaction with others at a single place including face-to-face classes, seminars, mentoring, or coaching.

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7. The method of claim 1, wherein said formal learning is prescribed with intended goals and objectives set by an organization.

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8. The method of claim 1, wherein informal learning is learning in which the learner decides when and how sources are used.

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9. The method of claim 1, wherein said percentage is measured as a percentage of total learning hours devoted to said formal learning.

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10. A method of providing a representation of a learning solution, comprising the steps of:

determining degrees of elements in learning zones;

determining a percentage of formal learning for each said zone;

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constructing a circular display having wedges corresponding to said zones with each said wedge having an inner sub-wedge, wherein the angular width of each wedge corresponds to said degrees and the radius of each sub-wedge corresponds to said

10 percentage of formal learning; and

displaying said circular display on a computer monitor or hardcopy printout.

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11. The method of claim 10, wherein said degrees are angular degrees of a full circle.

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12. The method of claim 10, wherein said zones are information, interaction, collaboration, and in-person.

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13. The method of claim 10, wherein said formal learning is prescribed with intended goals and objectives set by an organization.

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14. The method of claim 10, wherein informal learning is learning in which the learner decides when and how sources are used.

15. A computer program product for instructing a processor to represent a learning solution, said computer program product comprising:

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a computer readable medium;

first program instruction means for defining degrees of elements in learning zones;

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second program instruction means for defining a percentage of formal learning for each said zone;

third program instruction means for constructing a circular display having wedges corresponding to said zones with each said wedge having an inner sub-wedge, wherein the angular width of each wedge corresponds to said degrees and the radius of each said sub-wedge corresponds to said percentage of formal learning; and

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fourth program instruction means for displaying said circular display on a computer monitor or hardcopy printout; and wherein

all said program instruction means are recorded on said medium.

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16. The computer program product of claim 15, wherein said degrees are angular degrees of a full circle.

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17. The computer program product of claim 15, wherein said zones are information, interaction, collaboration, and in-person.

5 18. The computer program product of claim 15, wherein said formal learning is prescribed with intended goals and objectives set by an organization.

10 19. The computer program product of claim 15, wherein informal learning is learning in which the learner decided when and how sources are used.